

Fig. 1

BYTE	
0	HEADER
1	STREAMS
2	1. 320*240 200KBPS 2000
3	2. 160*120 40 KBPS 800000
4	2000
5	STREAM 1
6	2100
7	TIME 10 MS, STREAM 2 @ 800100
8	DATA
9	27000
10	TIME 1000 MS, STREAM 2 @ 805000
11	DATA
12	52000
13	TIME 2000 MS, STREAM 2 @ 810000
14	DATA
15	77000
16	TIME 3000 MS, STREAM 2 @ 815000
17	DATA
18	800000
19	STREAM 2
20	800100
21	TIME 10 MS, STREAM 1 @ 2100
22	DATA
23	805000
24	TIME 1000 MS, STREAM 1 @ 27000
25	DATA
26	810000
27	TIME 2000 MS, STREAM 1 @ 52000
28	DATA
29	815000
30	TIME 3000 MS, STREAM 1 @ 77000
31	DATA

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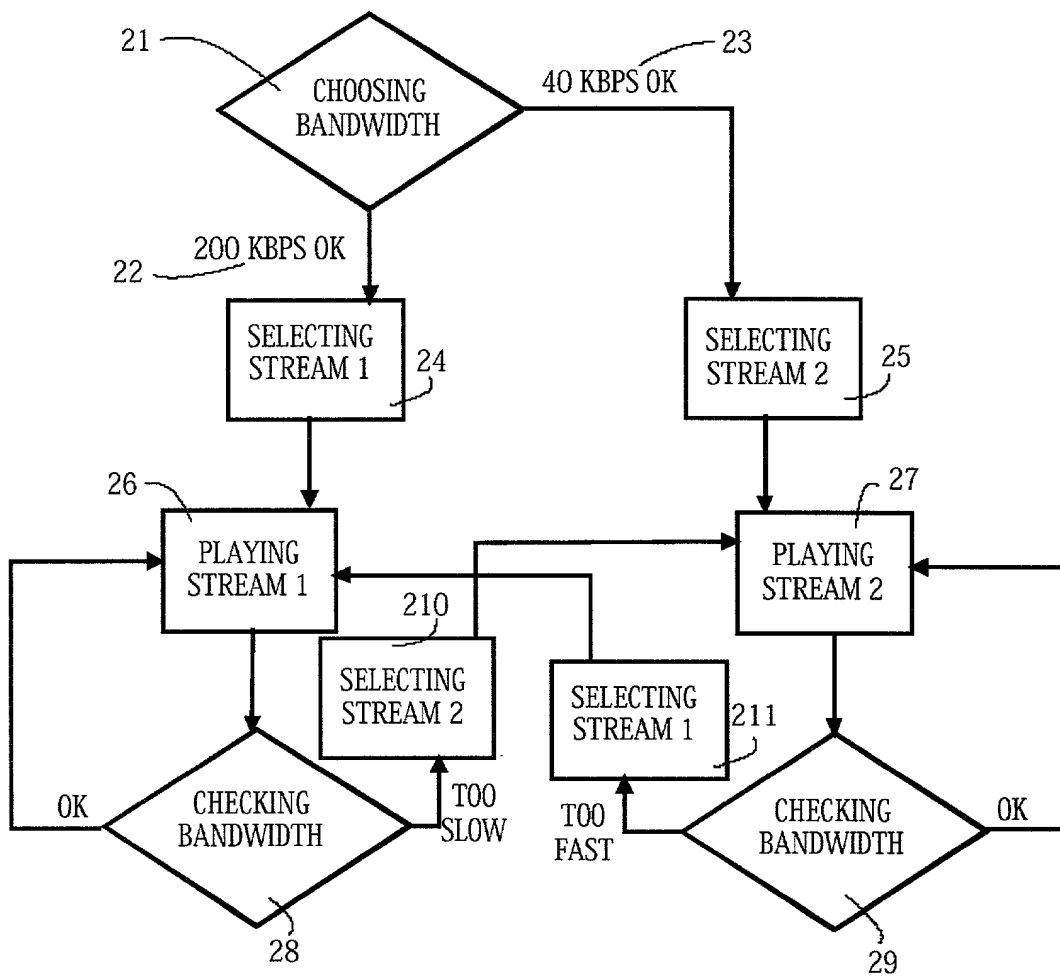


Fig. 2

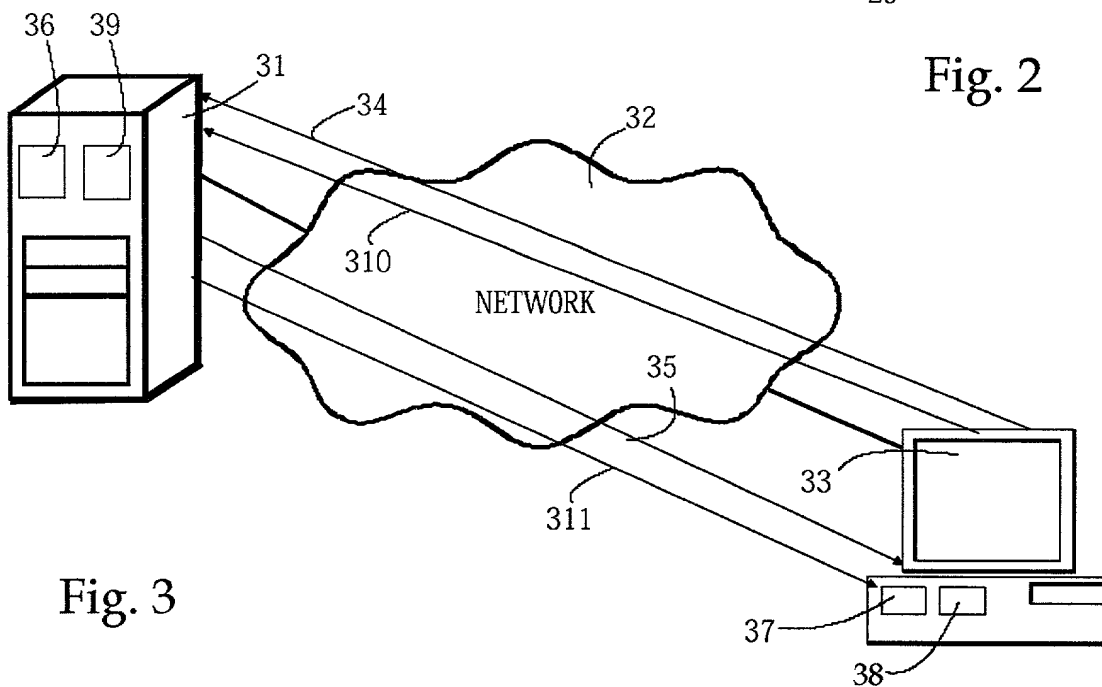


Fig. 3